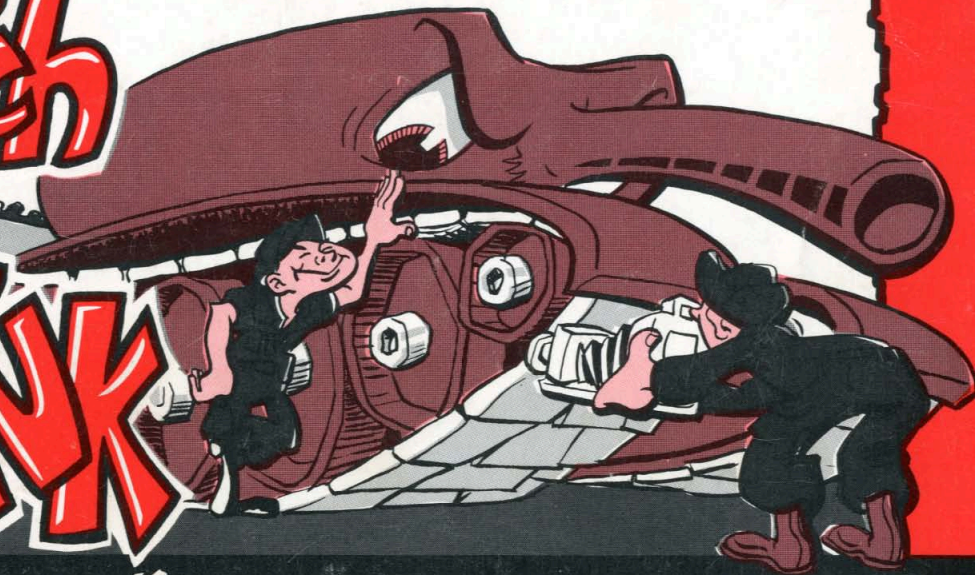


TO CATCH 2 TANK

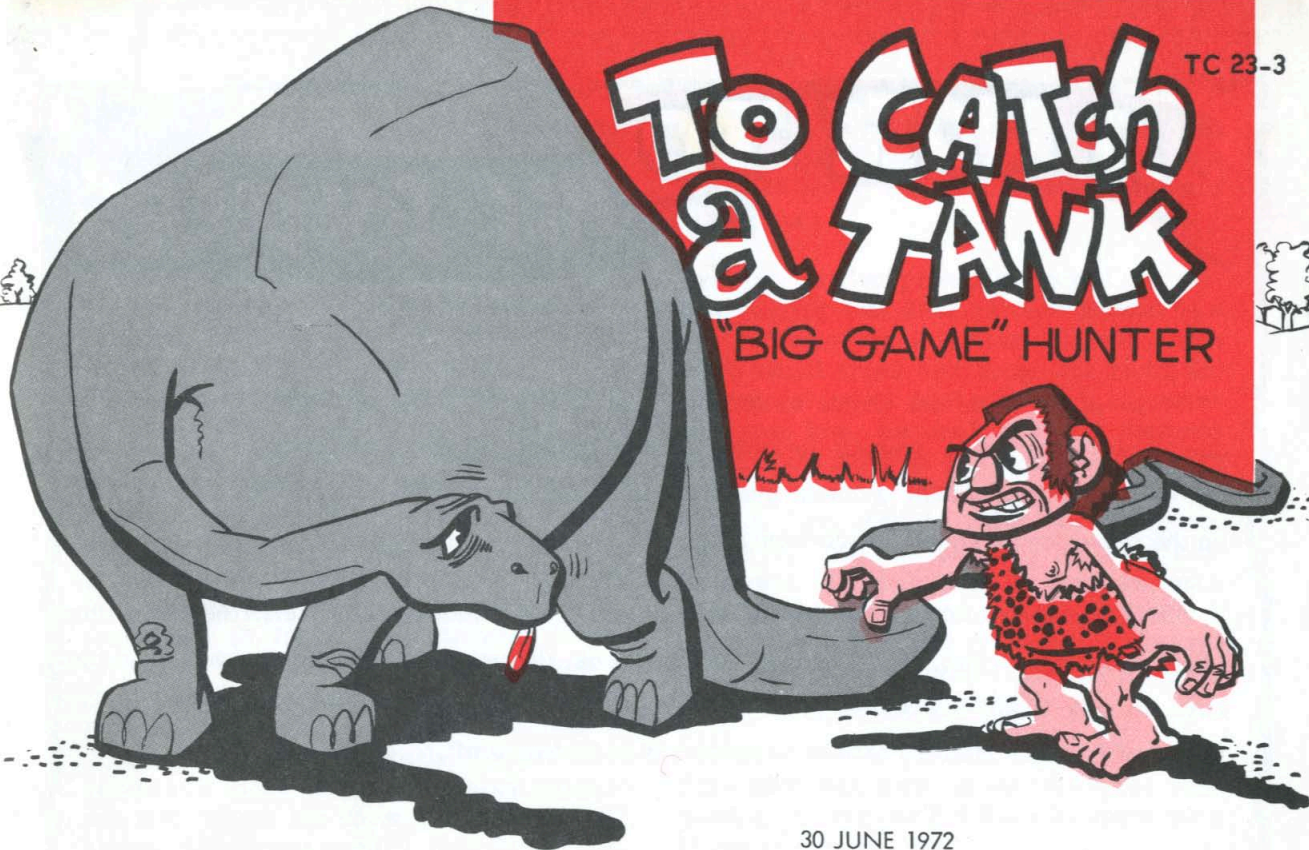


"BIG GAME" HUNTING MADE EASY

"To Catch A Tank" was written by the Antiarmor Board of the US Army Infantry School and is a publication of the US Army Combat Arms Training Board, Fort Benning, Georgia 31905. The information presented herein conforms as closely as possible with approved Department of Army doctrine and is intended to complement existing doctrinal literature.

TO CATCH A TANK

"BIG GAME" HUNTER



30 JUNE 1972

A NOTE TO

ALL SOLDIERS

One of the hairiest things an infantryman can meet on the battlefield is a tank. They can move fast over smooth ground, bullets bounce off them, and they're big game. On top of this, they mount a main gun capable of engaging targets out to 1500 meters while on the move, and a couple of machineguns.

What can you do if you meet one of these big monsters? Well, the first thing is to remember that, big and bad as they look, they really aren't all that hot when they have to mix it up with Infantry. In fact, any tank that gets close to enemy Infantry without plenty of friendly Infantry around to protect it is in deep stuff.

When you get right down to it, that big, ugly iron monster has a lot of weaknesses.

First of all, certain types of terrain make tank operations extremely tough. All that armor makes it too heavy to cross boggy ground. It's even too heavy to cross some bridges, and it can climb steep slopes only in low gear, if it can climb them at all. As thick as its armor is, you have plenty of weapons that will penetrate it, especially on the top, bottom, back deck and sides, where the armor is thinner. When its hatches are closed, the crew is almost blind. In fact, when you get down to the nitty-gritty, a tank is almost helpless close-in. Not only can the crew not see very well, but they have to focus their attention on the direction they are moving; and on top of this, they can't hear actions outside of the tank at all. This means that the tank is pretty easy to attack from the sides or rear, especially since there are places close to the tank where the crew can't hit you with any of their guns even if they do see you.

The tank's tracks are awfully flaky, too. It's possible to jam them with a log or a rock. Stopping the tank will leave him a sitting duck.

By now, you've probably figured out that just moving that hunk of iron around is a big problem for a tanker. He can knock down small trees and brush all right, but a group of trees 10-14 inches in diameter will stop him. He can't cross a ditch any wider than eight to ten feet, and he can't climb a strong vertical wall any higher than 3 feet. And he skids out of control on an icy, oily, or slippery hard surface. So a tank is fairly easy to stop, and once you have him stopped, a tank isn't much more than a can full of people. Like anything else that comes in a can, all you have to do now is heat and serve!



This book has some great ideas for tank hunting. Check out FM 23-3 for more poop if you are interested.

Now let's take a look at the weapons you normally have available to you, and see what each one will do to a tank...then look at ways they can be used.

TO&E TANK BUSTERS	EFFECTIVE RANGE (METERS)	WILL KILL OR DISABLE
DRAGON	GREATER THAN THE 90RR	all known tanks
TOW	3000	all known tanks
106RR	1100	all known tanks
90RR	400	all known tanks
M203	175	APC's (HEDP Ammo)
Flamethrower	25	all known tanks
M72	200	all known tanks
Thermite grenade	Contact	all known tanks
AT mine	Contact	all known tanks
OTHER AVAILABLE TANK BUSTERS		
40 lb shaped charge	contact	all known tanks
15 lb shaped charge	contact	all known tanks
C4 Pole & Satchel charges	contact	all known tanks
Flame fougasse	contact	all known tanks
Molotov Cocktails	15-0	all known tanks

NOW THEN,

HERE IS WHERE
YOU AIM!



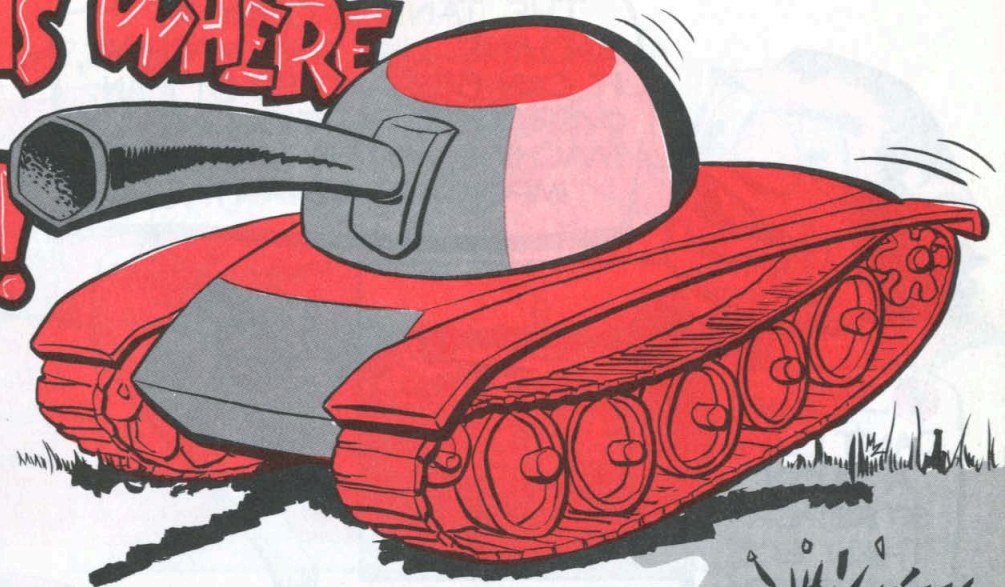
GOOD



BETTER



BEST

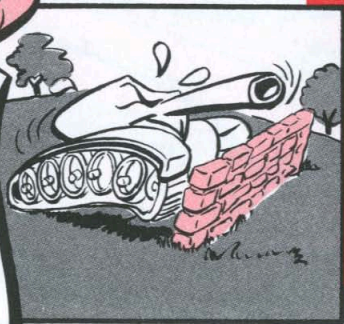


REMEMBER: Armament on most tanks consists of a flat trajectory main gun, a machinegun which moves with the main gun (coaxial) and a tank commander's machinegun. This weapons system is the tank's strongest point and should be hit.....

LAST!

THE TANK IS ONLY A MACHINE. LIKE ANY MACHINE, IT CAN BE HANDLED BY MAN. OVER **THIS** PARTICULAR MACHINE, MAN HAS DEFINITE IMPORTANT ADVANTAGES:

1 —TANKS CAN'T CLIMB A SLOPE STEEPER THAN 60%. AND THEY CAN'T CLIMB A WALL OVER THREE FEET HIGH!



3

The armor varies in strength on different parts of the tank. Some areas are much weaker than others.

2 Our antitank weapons can destroy ALL known armor.



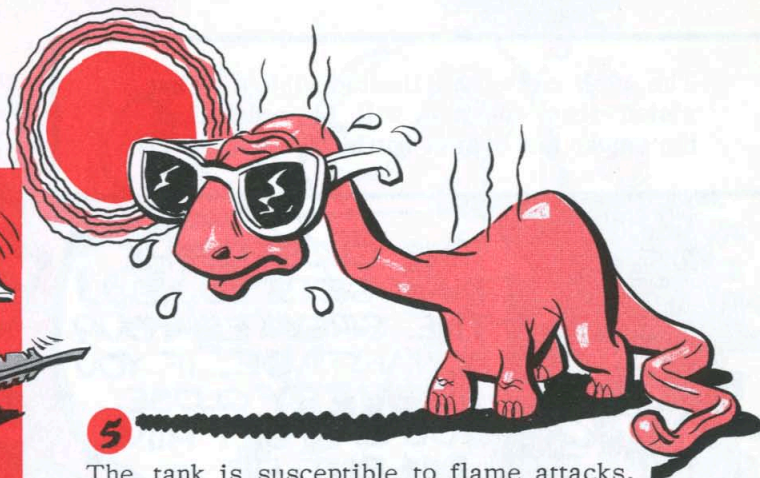
SEE
PAGE
5



- 4 The tracks are exposed and vulnerable.



- 7 A group of trees 10-14 inches in diameter can stop a tank.

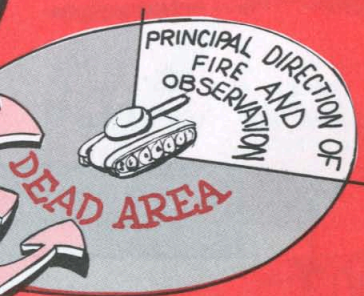


- 5 The tank is susceptible to flame attacks. The ammunition and fuel burn easily when exposed to flame or intense heat.

- 6 This cumbersome machine cannot span a ditch over 8 to 10 feet wide.

REMEMBER: The tank's armor is not the same thickness all over. The armor on the top, bottom, sides, and back is much thinner than that on the front.

The tank crew has limited vision. What vision they do have will be reduced in the smoke and dust of battle.

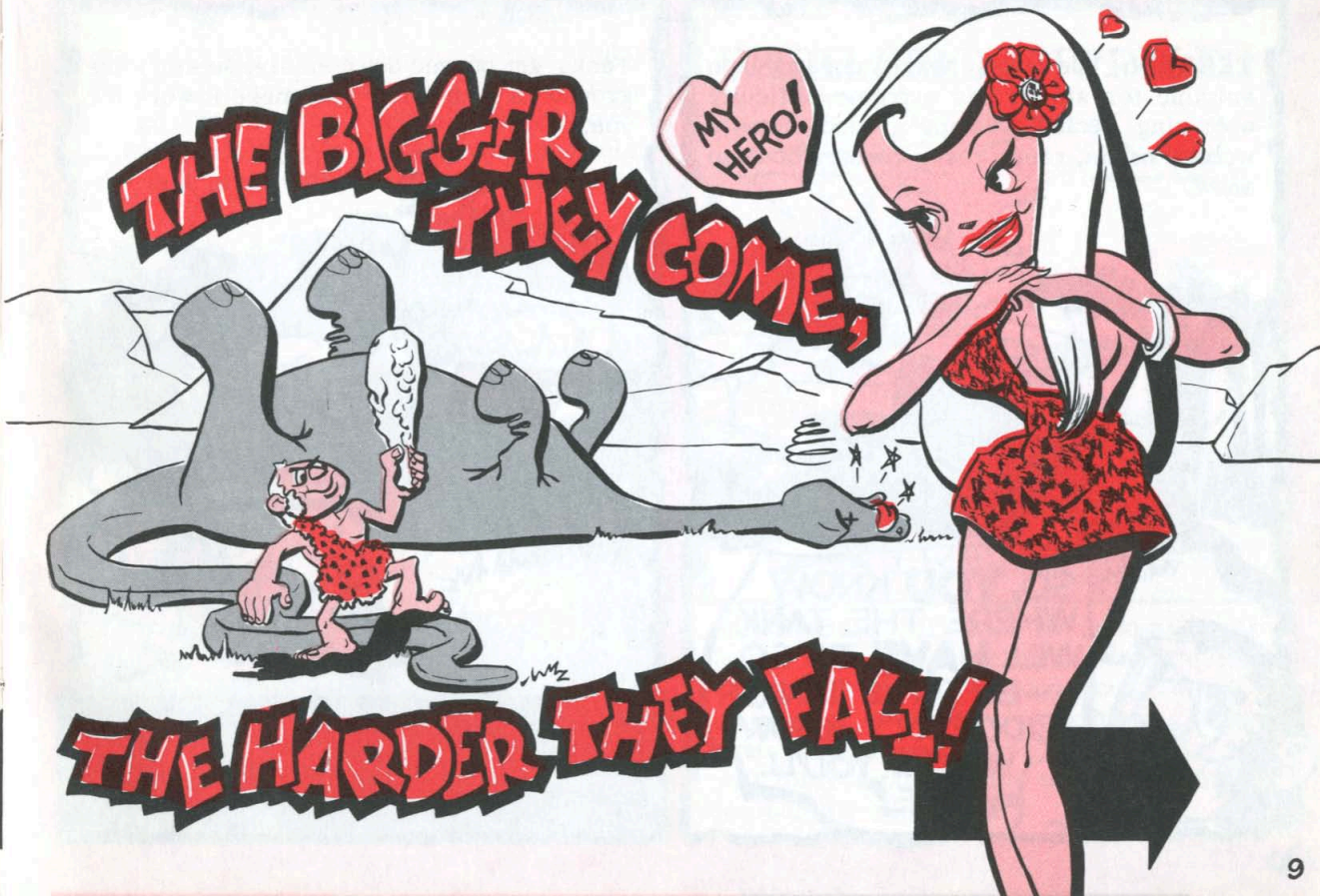


The tank crew has a very limited ability to move their weapons down to shoot at targets that are very close-in. Thus, they may be able to see you and still not be able to shoot you with any of their weapons.

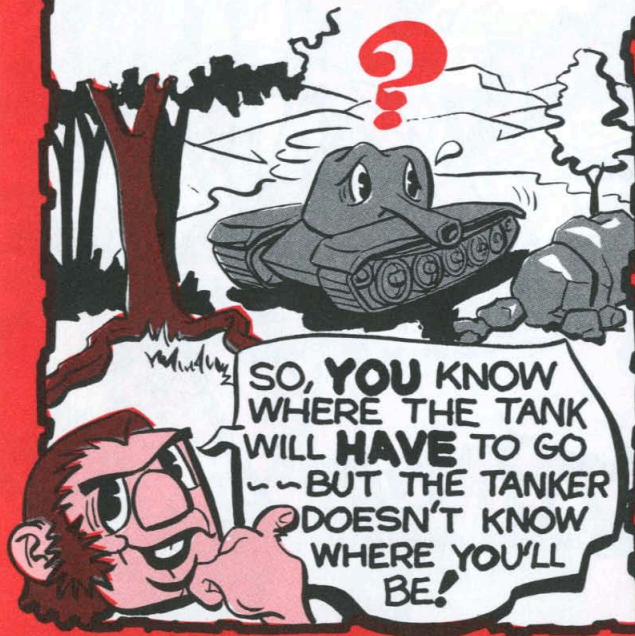
**THE BIGGER
THEY COME,**

MY
HERO!

THE HARDER THEY FALL!



TERRAIN: The tank is heavily dependent on suitable terrain. It has extreme difficulty operating in low swampy ground, heavily wooded areas, rough rocky country or deep snow.



Tanks get bogged down easily, so study the ground in your area and make it work for you.



REMEMBER: Study the terrain carefully. Utilize all natural and man-made obstacles to make the tank go where you want it to go.

OBSTACLES: Tanks can't go over HIGH OBSTACLES. The tank has to push over or go around any vertical obstacle over 3 feet high. If it is a man-made obstacle, the tank crew will probably try to avoid it.



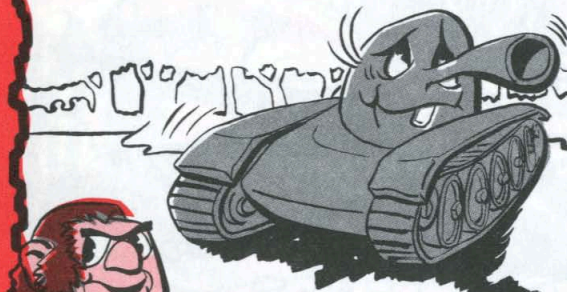
So remember this. You can force the tank to go where you want it to go. Then, lie in wait and hit it where it is weak.

UPHILL GRADE HURDLES



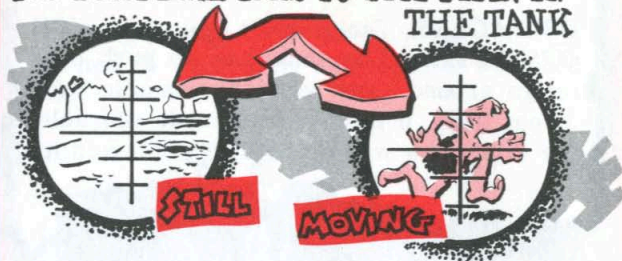
REMEMBER: All that armor makes the tank heavy. Its ability to climb, cross ditches, and cross swampy or boggy ground is limited and can be made to work for you. Even craters, drainage ditches, and downed trees will force a tank to slow to a crawl, losing its mobility advantage.

VISION: An important disadvantage of the tank is the crew's limited vision when the tank is buttoned-up. Only the loader and tank commander can see in all directions, and their attention is focused in the direction of movement. To look to the side they must move to a different periscope.



**SO, IF YOU
STAY IN YOUR FOXHOLE
OR ANY CONCEALED POSITION,
THEY'LL NEVER SEE YOU UNTIL
IT'S TOO LATE! REMEMBER, IF
YOU MOVE IN CLOSE, APPROACH
IN DEAD SPACE!**

**YOU LOOK LIKE THIS TO THE MAN IN
THE TANK**



Choose your weapons well, then blow that tank to ____!

Let the tank come in close, then blind it with smoke grenades or white phosphorous.

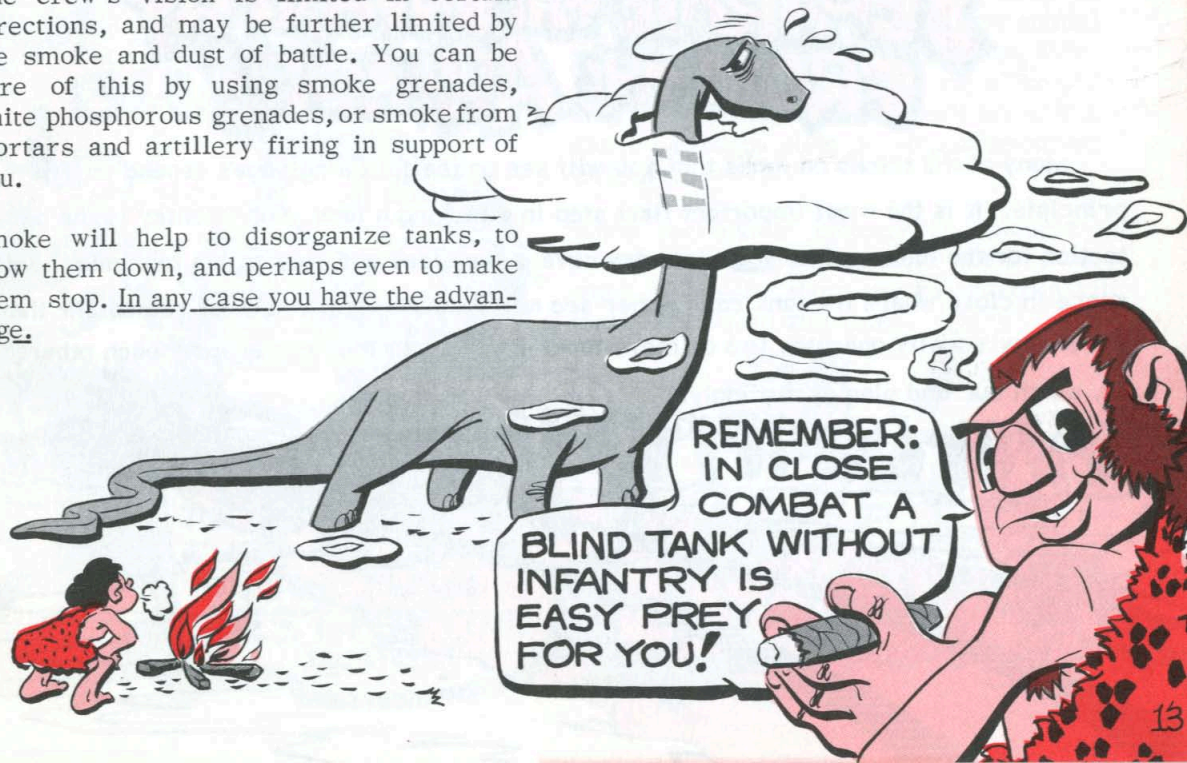
Separate the tanks from the enemy Infantry.
Attack from close in where the crew can't see you...and you can't miss.

REMEMBER: When the tank is buttoned-up the crew has difficulty seeing and identifying targets. Moreover, the attention of the crew is focused in the direction the tank is moving and shooting. Tanks use Infantry to cover their sides and rear. Get rid of the Infantry, then kill the tank from the flank.

BLIND THE TANK CREW!

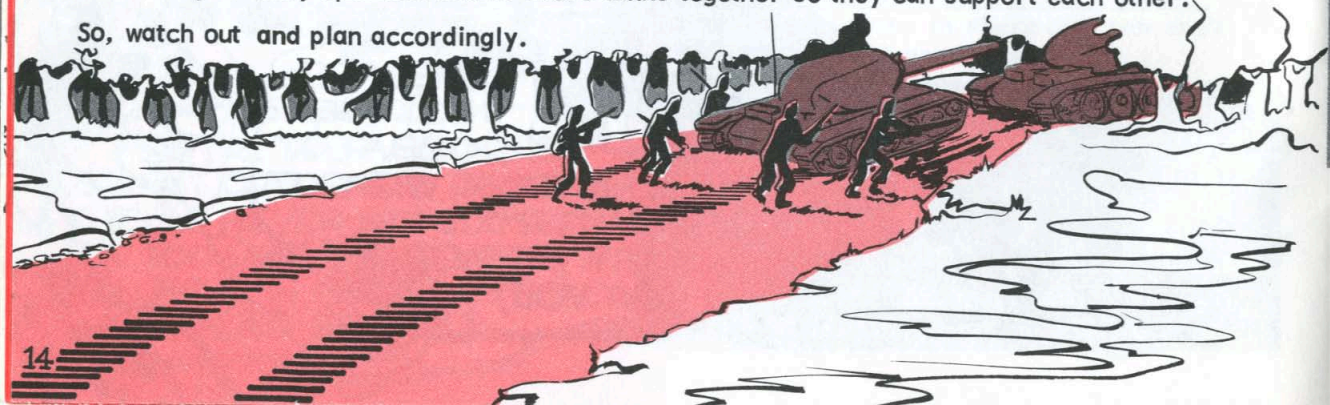
The crew's vision is limited in certain directions, and may be further limited by the smoke and dust of battle. You can be sure of this by using smoke grenades, white phosphorous grenades, or smoke from mortars and artillery firing in support of you.

Smoke will help to disorganize tanks, to slow them down, and perhaps even to make them stop. In any case you have the advantage.



SEPARATE THE INFANTRY FROM THE ARMOR!

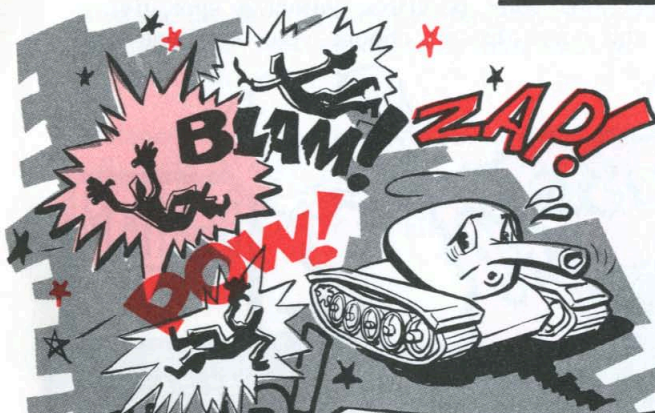
Many of the tricks on tanks that you will see on the following pages depend on this principle. It is the most important first step in attacking a tank. The Infantry is the protection for the tank against you. Infantry covers the sides and rear of the tank and the dead space in close where the tank can neither see nor shoot. Also, you must remember that the enemy usually operates two or more tanks together so they can support each other. So, watch out and plan accordingly.



His Shirt is NO THICKER than Yours!

Anti-personnel teams must be used in conjunction with antitank teams for mutual protection and support. Claymores, Beehive ammunition, artillery fire, close air and gunship support, and small arms fire can be used to slow or stop dismounted Infantry.

When the enemy Infantry is mounted in armored vehicles treat them just like very weak tanks--let them get close--then kill them, one squad at a time.



REMEMBER: THE
ENEMY INFANTRY
IS MOST DANGEROUS
TO YOU. **SEPARATE**
THEM FROM THE
TANKS, THEN
DESTROY THE
TANKS!





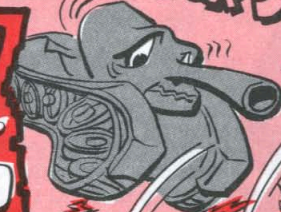
You have the weapons to defeat any known armor.... So study the terrain in your sector. Determine the tank's logical route into your position. Select a spot giving you cover and concealment, choose your weapons and then...

BLIND IT!

KOFF!

KOFF!

SLOW OR STOP IT!



DESTROY IT

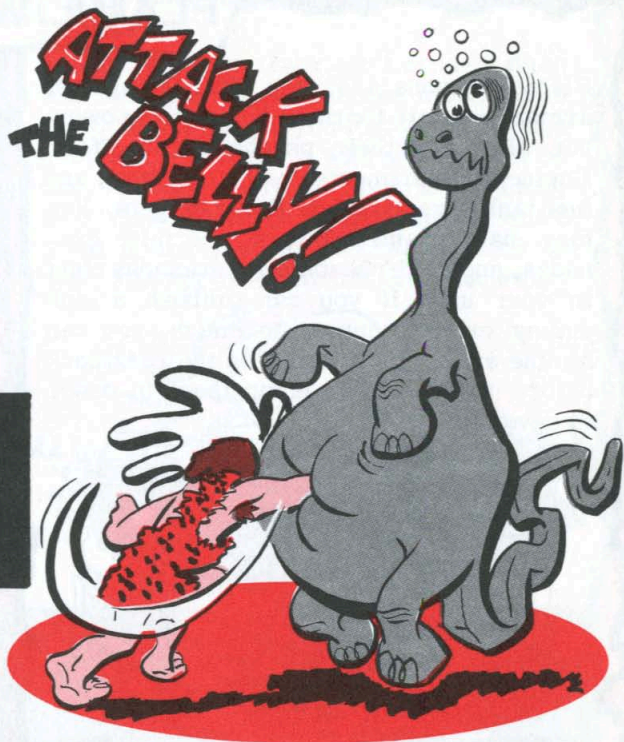
**USE ANTI-PERSONNEL
TEAMS WITH ANTI-
TANK TEAMS...USE
ALL YOUR WEAPONS.**

REMEMBER: Separate the tanks and Infantry, let the tank get in close where you have the advantage, then attack the sides and rear where its armor is thin and where its fuel and ammunition will help you do the job.

You already know that the belly is one of the weakest parts of the tank's armor. You can use the terrain and man-made obstacles to make the tank expose this thin shell to your attack.

Defense on the back (reverse) slope of the hill will protect you from his fire, and will give you a clear shot at his belly as he crosses the top of the hill.

REMEMBER: Use terrain or man-made obstacles to give you a shot at the tank's belly. Operate as a team and fire in pairs or threes to cut that tank down fast.

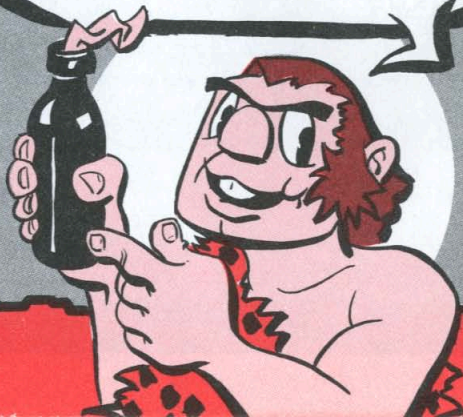


FLAME WEAPONS

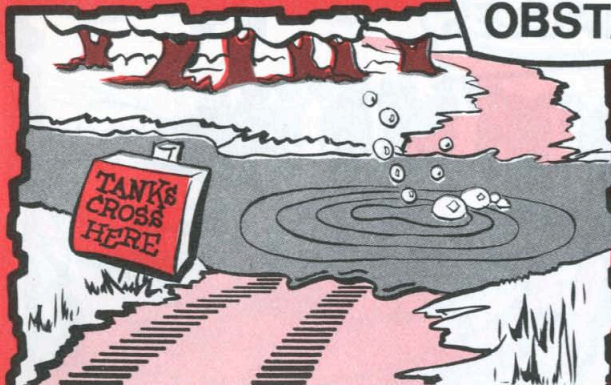
Flame weapons are very effective against armor, not only for their destructive power, but also for their psychological effect. Engine compartments, hatch openings, and fuel tanks are excellent flame targets. You may have flamethrowers, thermite grenades, and white phosphorous grenades right in your unit. If you can ambush a tank during cross-country movement, you can hit the external fuel tanks on the rear deck before the crew can dump them in order to save themselves.



REMEMBER: FLAME WEAPONS INCLUDE THE **MOLOTOV COCKTAIL** (2 PARTS GASOLINE TO 1 PART OIL IN A CONTAINER WITH A POROUS CLOTH WICK), THE **EAGLE COCKTAIL**, AND THE **EAGLE FIREBALL**. **FM 23-3** GIVES THE DETAILS ON THESE AND OTHER FIELD EXPEDIENT WEAPONS!

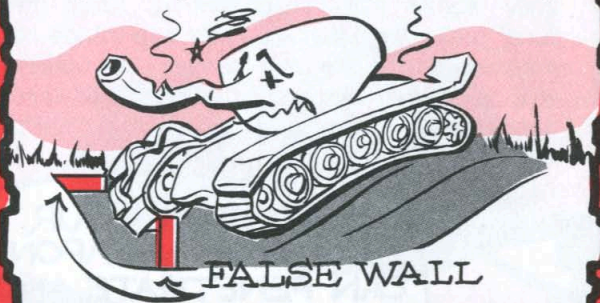


OBSTACLES



You can expect to find many craters of various sizes on the battlefield or roads that tanks will want to follow. By using camouflage, the ordinary crater may be turned into a trap. Such a deep trap can destroy a tank traveling at high speed. Or, the presence of such traps can force a tank driver to move slowly, making him an easier target. The tank is then even more vulnerable to any of the tricks we have already mentioned.

You know that the tank can't cross a ditch with straight sides that are more than 8 to 10 feet wide. If you find or build such a ditch, camouflage it with a false wall so that it looks narrower than it is. Then, if a tank attempts a crossing, it won't make it and you can pick off the crew as they attempt to dismount and run away.



REMEMBER: All tanks are limited by obstacles of the proper size. Use obstacles to make the tank go where you can kill it.

HIGH OBSTACLES

High obstacles are a definite problem for tanks. A tank must slow down to crawl over or knock down the obstacle. Or, it must go around it. In areas where the natural terrain restricts tank movement, you can inflict damage on the tank by using obstacles to force it over mines or into a killing zone where you can attack it. After the first few times that he runs into mines or antitank ambushes at a barrier, the tanker will send the supporting Infantry forward dismounted when he sees an obstacle. That's when you can get them.

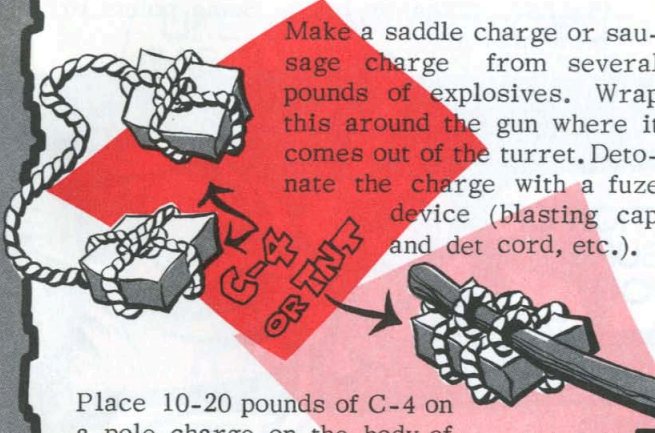
**REMEMBER: YOUR
ANTI-TANK WEAPONS
CAN PENETRATE ANY
KNOWN ARMOR. USE
COVER AND CONCEALMENT
SO YOU WILL BE ALIVE TO
USE THEM!**



EXPLOSIVES

You may cripple a tank by any of the tricks mentioned so far, but it may not be completely destroyed. To be sure the tank will

never fight again, destroy the main gun or tank by one of the following methods:



Make a saddle charge or sausage charge from several pounds of explosives. Wrap this around the gun where it comes out of the turret. Detonate the charge with a fuze device (blasting cap and det cord, etc.).

The diagram shows two blocks of C-4 explosive connected by a rope. Arrows point from these blocks to a third block of C-4 that is wrapped around a long pole. The text 'C-4 OR TNT' is written in a stylized, slanted font across the middle of the diagram.

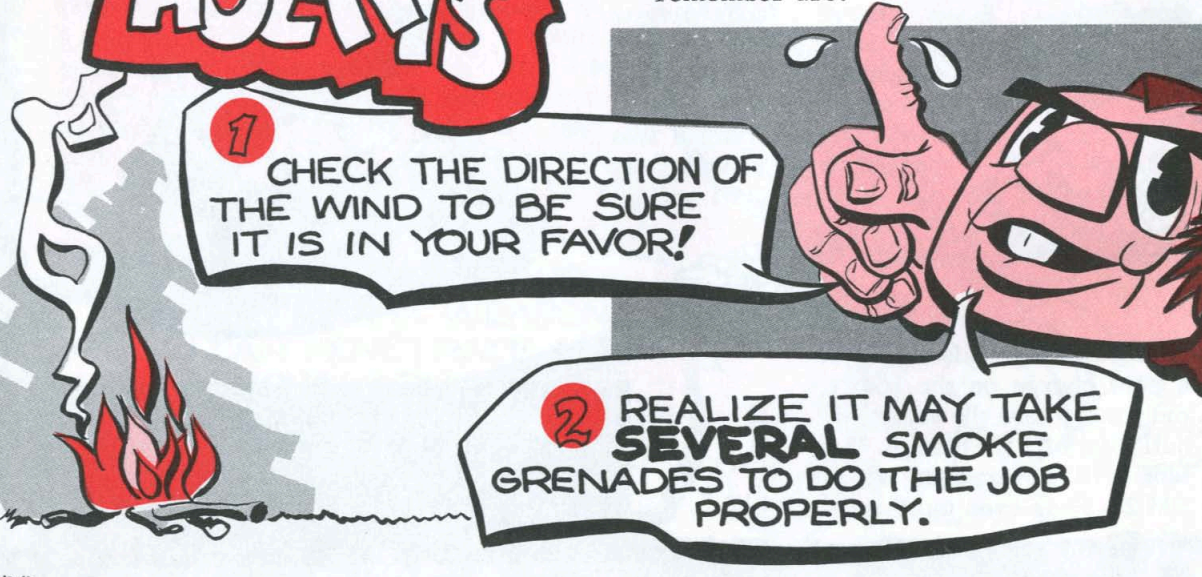
Place 10-20 pounds of C-4 on a pole charge on the body of the tank where the turret and hull join. Fire the charge. That tank will never fight again! FM 23-3 has even more tricks.



REMEMBER: Attack a tank from the rear or side. Do not leave your cover or concealment unless necessary. Your teammates must give you covering fire.

BLINDING AGENTS

Blinding agents you can use against tanks range from smoke and white phosphorous ammunition to ordinary smoke from burning hay, grass or brush. Some points to remember are:



1 CHECK THE DIRECTION OF THE WIND TO BE SURE IT IS IN YOUR FAVOR!

2 REALIZE IT MAY TAKE **SEVERAL** SMOKE GRENADES TO DO THE JOB PROPERLY.

3

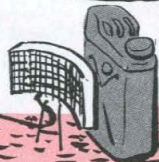
Use your imagination when the issue stuff isn't available.

LIKE, STRAW DRENCHED IN GASOLINE ON AN AVENUE OF APPROACH CAN BE SET ON FIRE BY TRACER AMMO!

OR...

4

A 5-GALLON CAN OF GAS WITH A CLAYMORE BEHIND IT MAKES A GROOVY MATCH FOR STRAW, TANKS OR PEOPLE!



REMEMBER: The enemy uses smoke too. They sometimes set off black smoke to simulate a hit. If you think you got a hit, look twice. If you have the time, put another shot into the tank, just to be sure.

DECEIVE HIM

You have many advantages over the tanker. Multiply your advantages by faking him out and by the old mouse trap play.

1

Shoot at him at long range. When he shoots back, change your position by a concealed route. Leave a dummy behind.

ALTERNATE
POSITION

2

When the tank attacks the dummy position in close, engage it from your alternate position.

DUMMY

Fake a disorderly retreat once the tank has spotted your positions, but leave behind antitank and anti-personnel teams. Move to prepared positions.



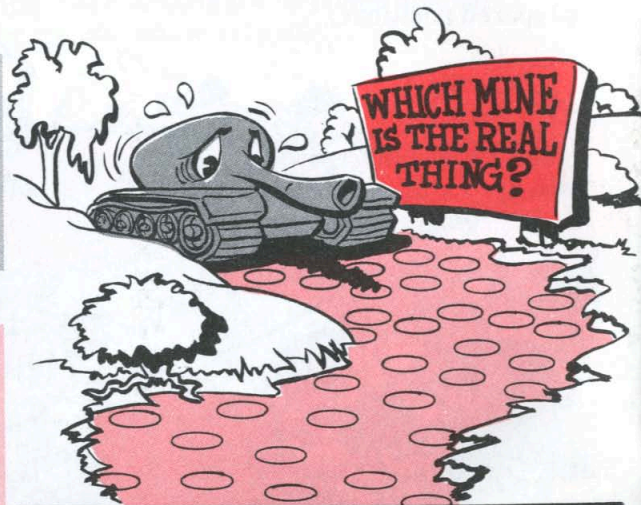
WHEN THE TANKER ENTERS WHAT HE
THINKS IS AN EMPTY POSITION,
THE CONCEALED TEAMS
DESTROY HIM!



USE MINES TO SLOW, CONFUSE, AND HURT HIM

Mines on roads, trails and routes into your position, will slow, confuse and hurt an enemy armored unit. If you have several roads and trails in your area they can be saturated with well-concealed mines.

If you don't have many mines, use a few along a road. Camouflage the first two or three well. After that put in many strips of mine holes. Put in a few mines to keep the tanker nervous, but make all the rest of the holes dummy holes. That will slow and confuse him--then ambush him.



REMEMBER: Damage to any critical engine part will stop a tank. Even a small explosion will break a track, as will a log jammed through the track in front of the drive sprocket.

MINES AGAIN...



You can also use a sniper to cover your mine strips. Then when supporting Infantry dismounts to probe through the strip, the sniper can get one or two before he makes his getaway. A command-detonated Claymore is another nifty way to discourage probers.



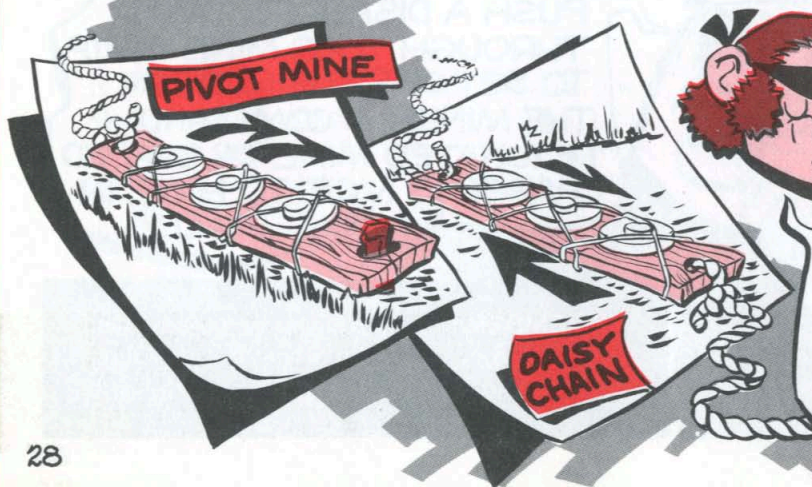
IF THE ENEMY WANTS TO PUSH A DISABLED TANK THROUGH YOUR MINE STRIP TO SET OFF THE REST OF THE MINES, A COMMAND DETONATED MINE OR SHAPED CHARGE IS NICE TO HAVE IN PLACE!

REMEMBER: Keep the tank buttoned-up with indirect fire, small arms or Claymores. Then attack it.

STILL MORE MINES

THE PIVOT MINE *and* THE DAISY CHAIN

These mines are used to destroy the tank as it moves down a road, passes between obstacles, or moves through terrain that limits its routes to a relatively narrow area. The main difference between the two devices is that the pivot mine is anchored at one end and swings across the road when pulled. The Daisy Chain can be pulled straight across by one man, or can be pulled back and forth between two men.



OF COURSE, GOOD CAMOUFLAGE IS NECESSARY!
REMEMBER: THE TANK HAS LIMITED VISION—ESPECIALLY AT CLOSE RANGE. KEEP THE CREW BUTTONED UP AND THEY WILL NEVER SEE YOUR MINES. EVEN THE ONES IN THE MIDDLE OF THE ROAD!

In addition to indirect fire, good marksmanship at long range can force the tank commander, loader and driver to button-up. If you divert the tank crew's attention with fire just before they enter a minefield, they may never realize they are in it until it is too late.



MAKE HIM BUTTON UP

A Claymore mine on a trip wire in a tree 15 feet up in the air will allow the supporting Infantry to pass unhurt. The antenna on the tank will catch the wire and the mine will finish off the tank commander and loader. The other tank crews will button-up. After that, mix in a few dummy mines to keep them guessing.

REMEMBER: Show the enemy that you don't play favorites. Use Claymores on the Infantry too, especially when they are accompanying tanks or probing for mines.

COOPERATION

UNIT TACTICS

All of the tricks described up to now have shown only small teams, in order to keep it simple. However, they are all applicable to your squad, your platoon, and your company. In each case you have the same break down of jobs. You have tank-killers, people-killers, and somebody calling the signals so the play will be done properly with nobody having to stick his neck out any more than necessary.

TANK KILLERS

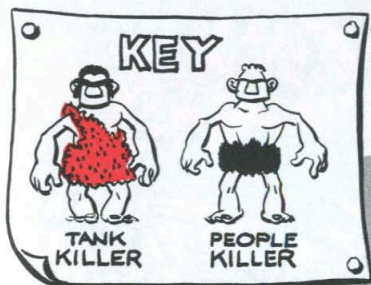
The antitank teams have the mission of actually attacking the tank. They do this with the weapons they have, and any goodies they can dream up.

The anti-personnel teams should have at least two automatic weapons, more if you can get them. Their job is support of the antitank teams. They do this by separating the Infantry from the tanks. They may have to use antitank weapons to do this if the enemy Infantry is mounted in armored vehicles.

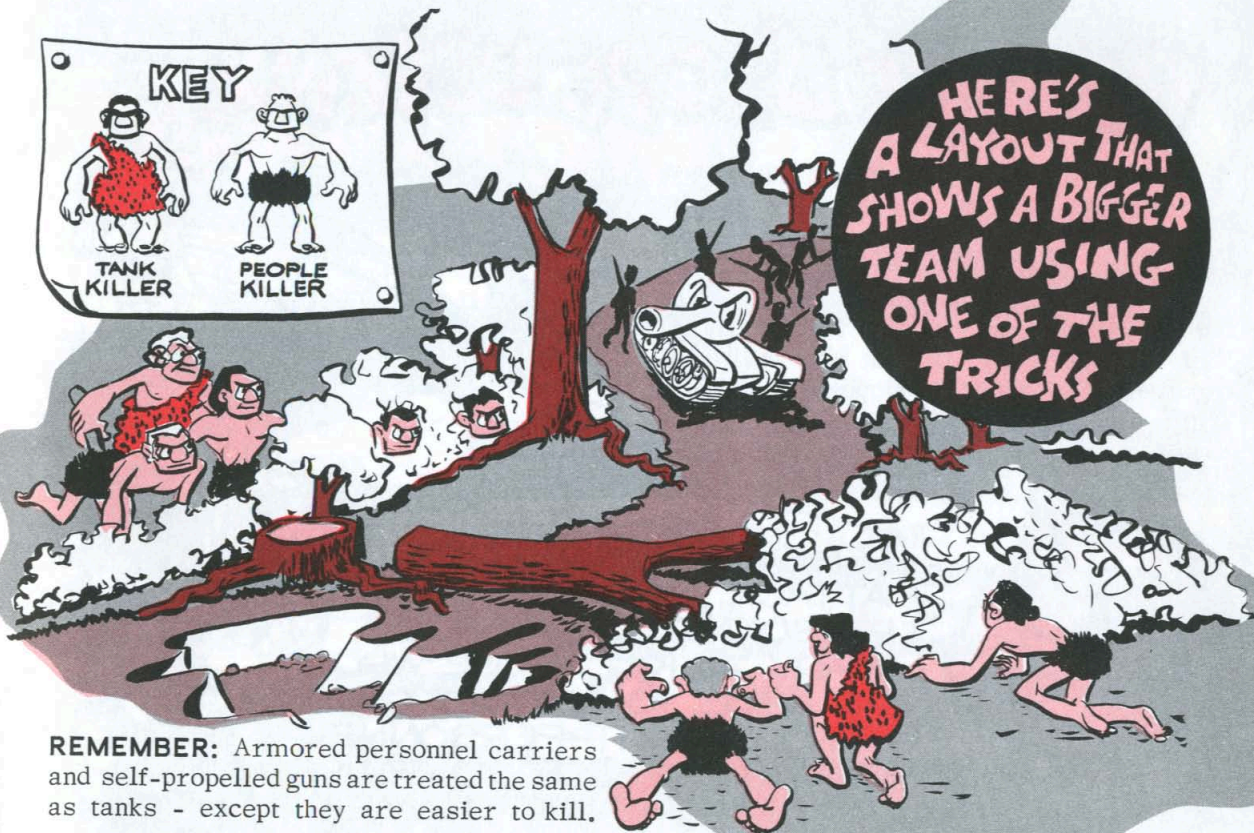
PEOPLE KILLERS

SIGNAL CALLERS

The commander has to control the play to make sure that the enemy Infantry is separated from the tanks, and that all the fire support necessary is coming to his troops.



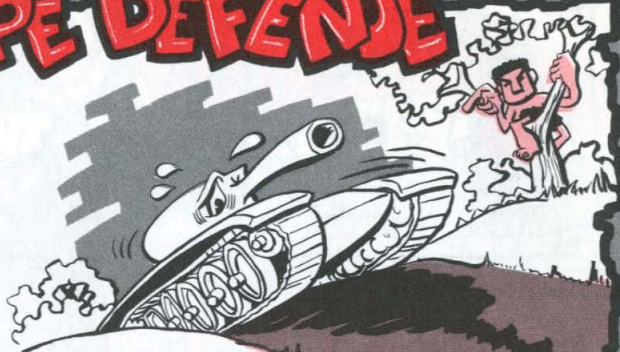
HERE'S
A LAYOUT THAT
SHOWS A BIGGER
TEAM USING
ONE OF THE
TRICKS



REMEMBER: Armored personnel carriers and self-propelled guns are treated the same as tanks - except they are easier to kill.

REVERSE SLOPE DEFENSE

You already know the belly of the tank is a weak point. Also, you know that the tank has limits on how far it can lower its big gun and coaxial machinegun. By putting your position on the side of the hill away from the enemy you can take advantage of these weaknesses. But you will need outposts on the front slope of the hill to give you warning and to deceive the enemy as to your real position.



REMEMBER: WHEN YOU ATTACK AN ARMORED PERSONNEL CARRIER, BE READY TO KILL THOSE WHO ARE ABLE TO GET OUT OF THE VEHICLE. ANTI-PERSONNEL TEAMS HAVE **GOT** TO BE USED WITH ANTI-TANK TEAMS!





TANKS IN TOWN

TOWNS ARE ABOUT
THE NICEST PLACE
YOU CAN FIND TO
FIGHT TANKS.

THEY MUST STAY ON THE
STREETS AND ROADS.

YOU CAN CUT THROUGH
THE HOUSES AND BACKYARDS!

THEY HAVE WEAK
ARMOR ON TOP.

YOU CAN GET **ABOVE** THEM AND IN CLOSE TOO!

THEY CAN'T CLIMB A **3-FOOT** WALL, OR SPAN
AN **8 TO 10** FOOT DITCH!

YOU CAN! AND THERE ARE
PLENTY OF THOSE IN **ANY** TOWN!

MORE ABOUT THOSE "TANKS IN TOWN"

SUPPORTING INFANTRY WILL HAVE TO DISMOUNT TO PROTECT THEM.

YOU CAN TAKE CARE OF **THEM** WITH RIFLES, MINES, BOOBY-TRAPS, FLAME WEAPONS, ARTILLERY, MORTARS, HAND GRENADES...

YOU CAN ICE, OIL, OR EVEN **SOAP** A CORNER. FIRE A FEW ROUNDS AT THE LEAD TANK TO GET HIM TO **BUTTON-UP** AND HURRY AFTER YOU. WHEN HE HITS THE **SLICK SPOT** HE'LL GO OUT OF CONTROL! OPEN FIRE WHEN HE STOPS BOUNCING OFF BUILDINGS!



REMEMBER: DROP GRENADES ON HIM FROM THE UPPER FLOORS! TANKS IN THE ATTACK SOMETIMES STOP FOR 8 TO 10 SECONDS TO FIRE, THEN MOVE TO ANOTHER FIRING POSITION. USE THIS "STOP-THEN-MOVE" PATTERN TO **YOUR** ADVANTAGE!



THAT'S IT!

THERE ARE SOME TRICKS YOU CAN USE TO FIGHT AND DEFEAT **ANY** TANK IN THE WORLD! THAT ISN'T **ALL** THE TRICKS THAT HAVE EVER BEEN USED, BY ANY MEANS. THERE ARE **LOTS** MORE! THEY ARE WRITTEN DOWN IN THE STORIES OF WORLD WAR II, THE KOREAN WAR, AND IN THE STORY OF THE HUNGARIAN REVOLUTION OF 1956. THE **ONLY LIMIT** TO WHAT YOU CAN DO TO A TANK IS YOUR OWN STATE OF TRAINING, THE CONDITION OF YOUR WEAPONS, YOUR COURAGE AND.....



...your imagination...

USE IT!



The proponent agency of this publication is the U.S. Army Combat Arms Training Board (USACATB). Users are invited to send comments and suggested improvements on DA Form 2028 (Recommended Changes to Publications) direct to President, USACATB, Ft. Benning, GA. 31905.

By Order of the Secretary of the Army:

Official:

VERNE L. BOWERS

Major General, United States Army,
The Adjutant General.

W. C. WESTMORELAND,

General, United States Army,
Chief of Staff.

Distribution: To be distributed to all infantry, artillery, and armor units in the Active Army, ARNG, and USAR. Additional copies can be requisitioned from the U.S. Army Adjutant General Publications Center, 2800 Eastern Boulevard, Baltimore, MD. 21220.

